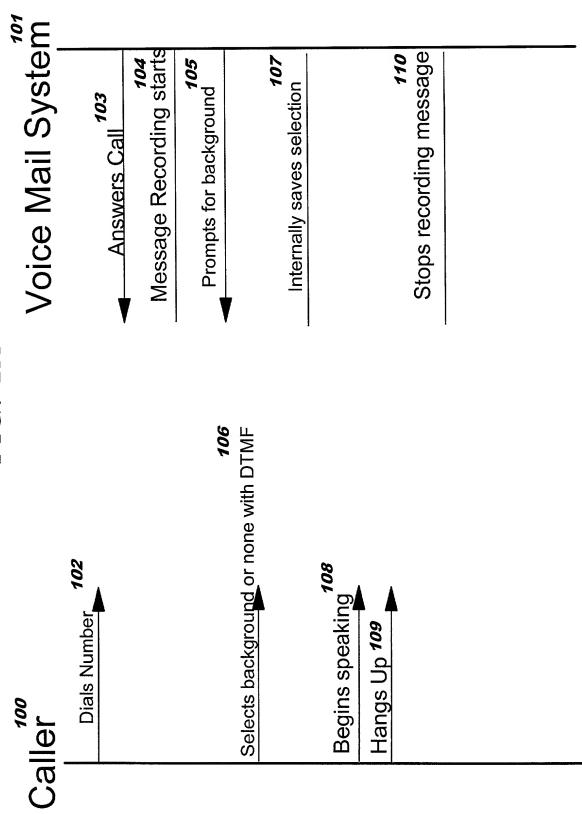
FIG. 1A



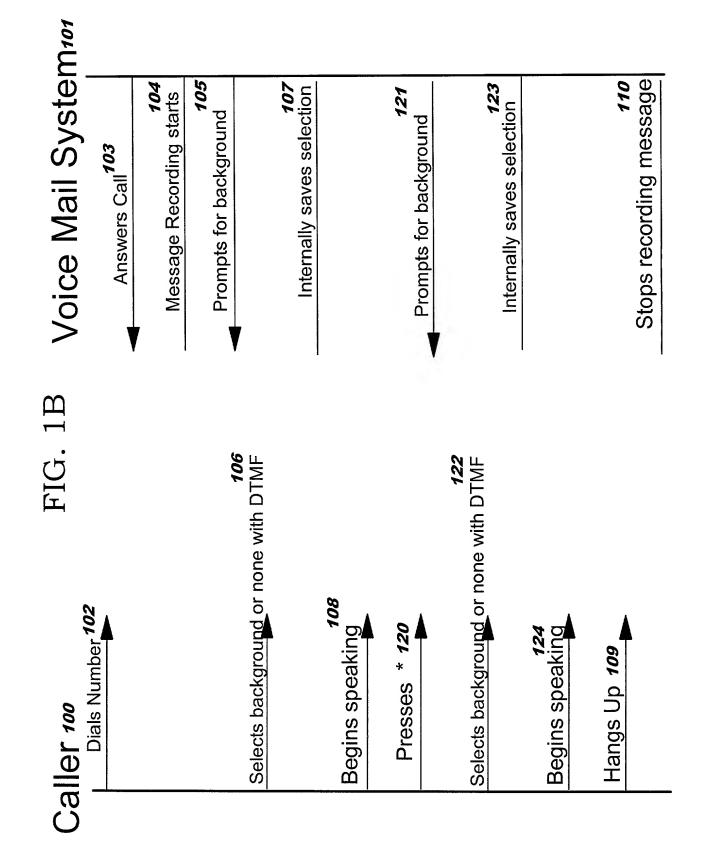
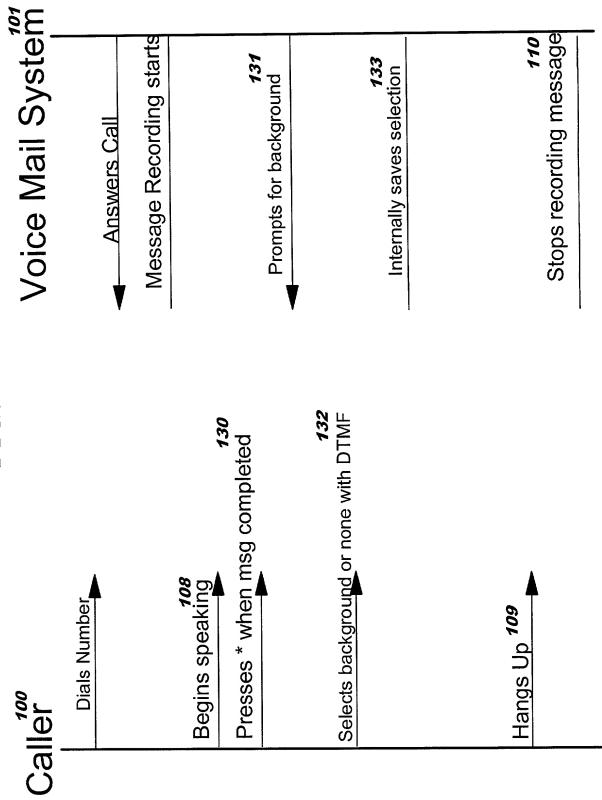


FIG. 1C



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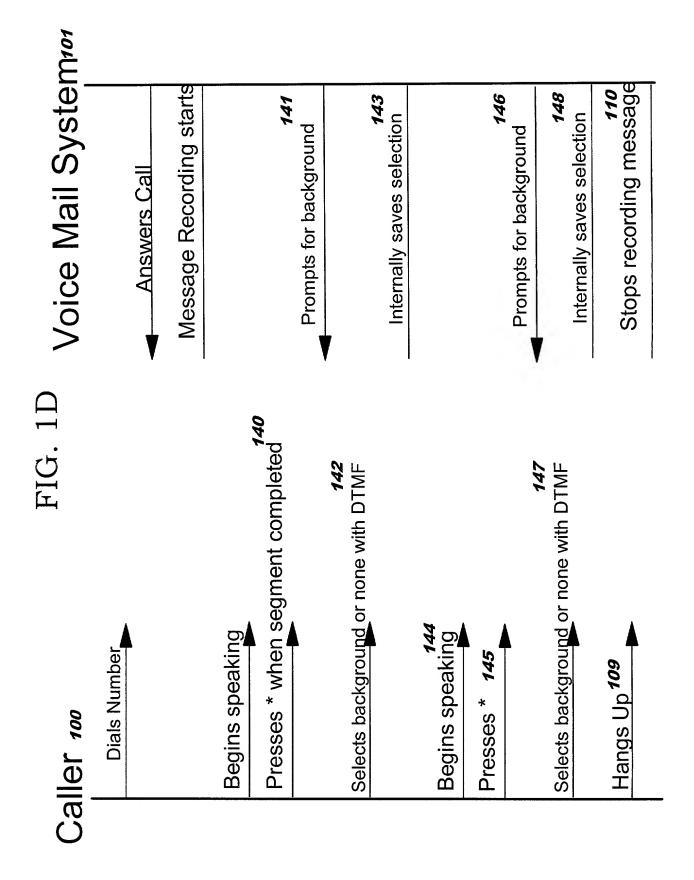
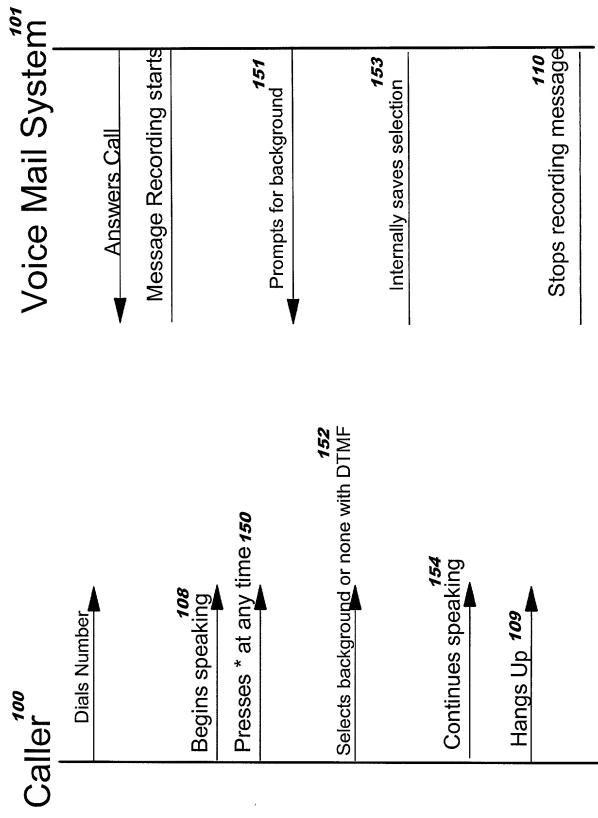


FIG. 1E



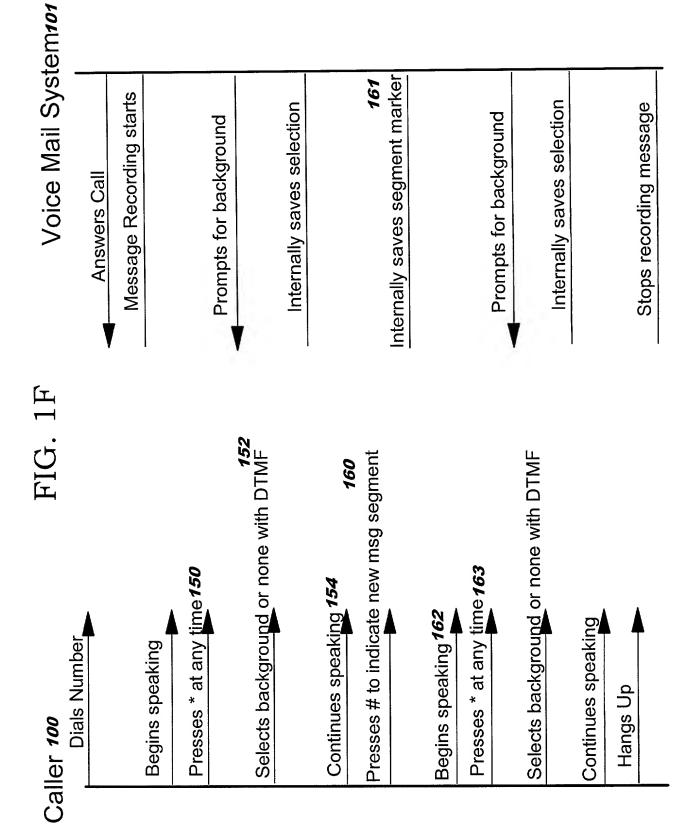
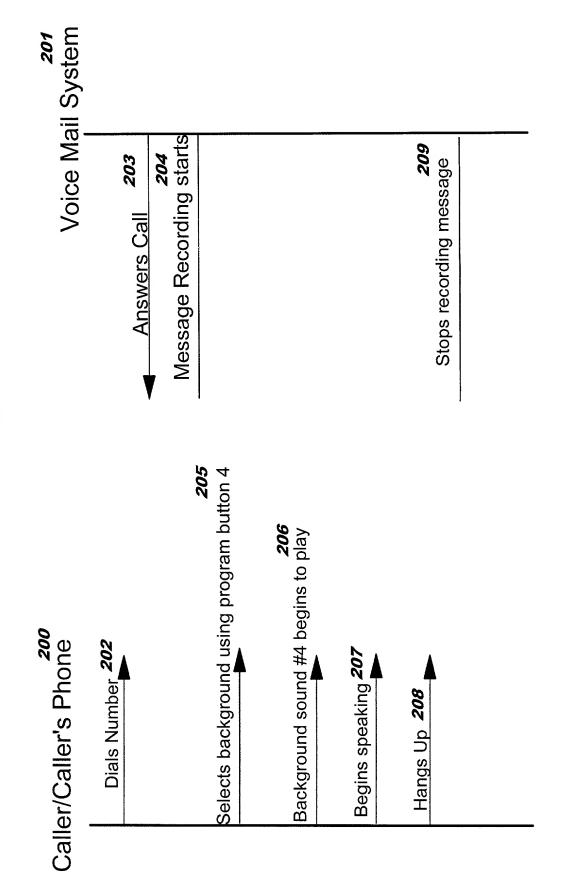


FIG. 2A



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FIG. 2B

Voice Mail System 204 Message Recording starts 203 Stops recording message **Answers Call 213**Selects background using program button 2 Selects background using program button 1 background sound #2 begins to play 215 Background sound #1begins to play Caller/Caller's Phone 200 background #1 stops 214 Dials Number 202 Begins speaking 216 Begins speaking 212 Hangs Up 217

FIG. 2C

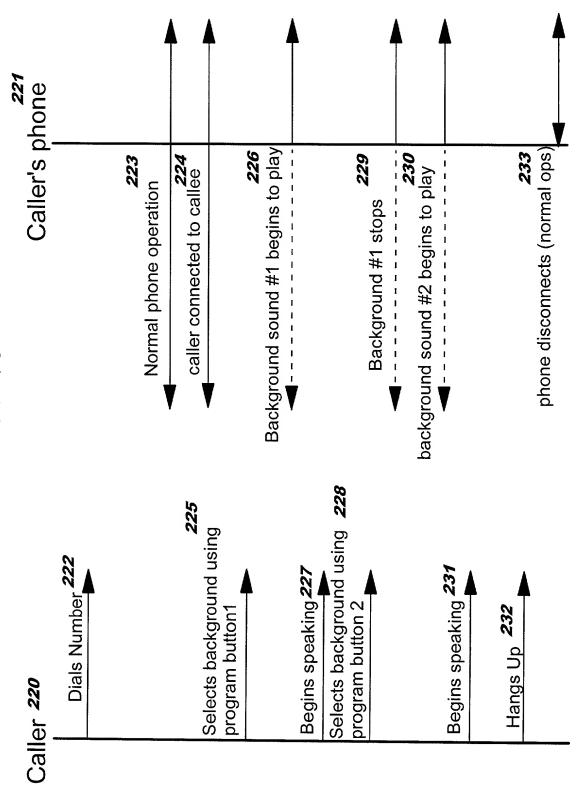


FIG. 3

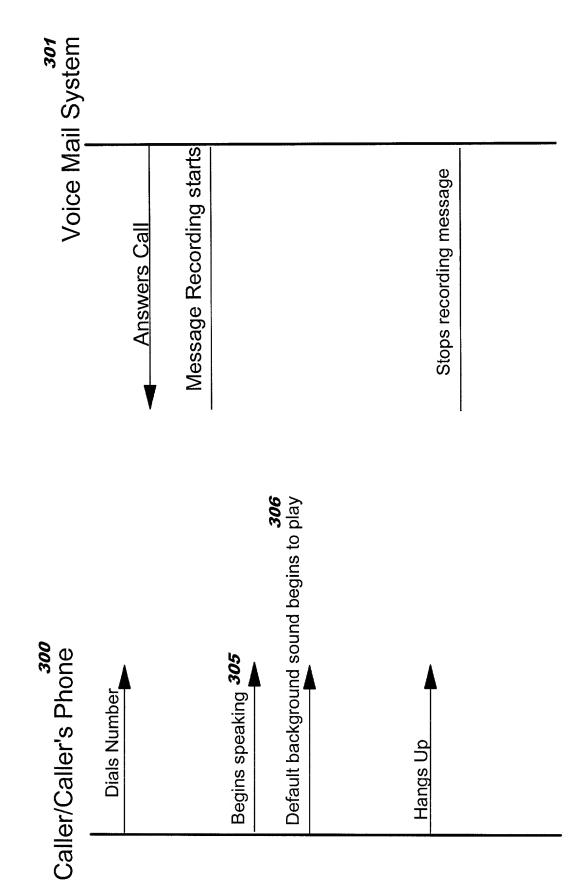
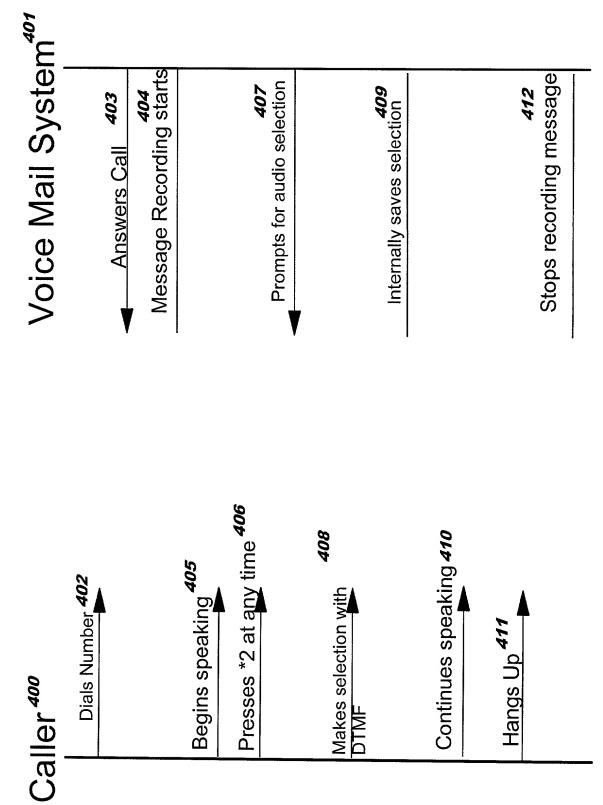


FIG. 4A



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. .

4B Voice Mail System	Answers Call 403	404 Message Recording starts		407	Prompts for audio selection	409 Internally saves selection			Prompts for audio selection	423	Internally saves selection		412
Saller 400 FIG. 4B	Dials Number 402		Begins speaking 405	Presses *2 at any time 406		Makes selection with Dilvir 408	Continues speaking 410	Presses *2 at any time 420		Makes selection with DTMF 422		Continues speaking 424	Hangs Up 411

FIG. 5

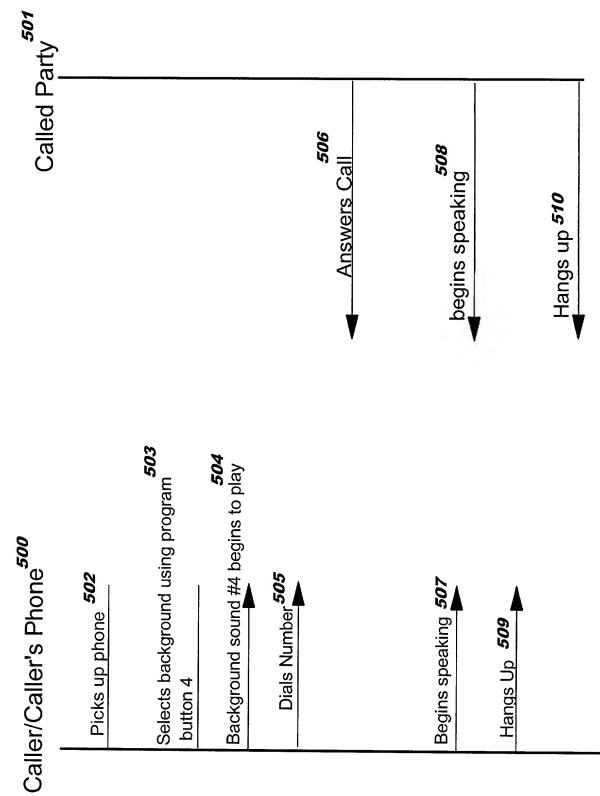


FIG. 6A

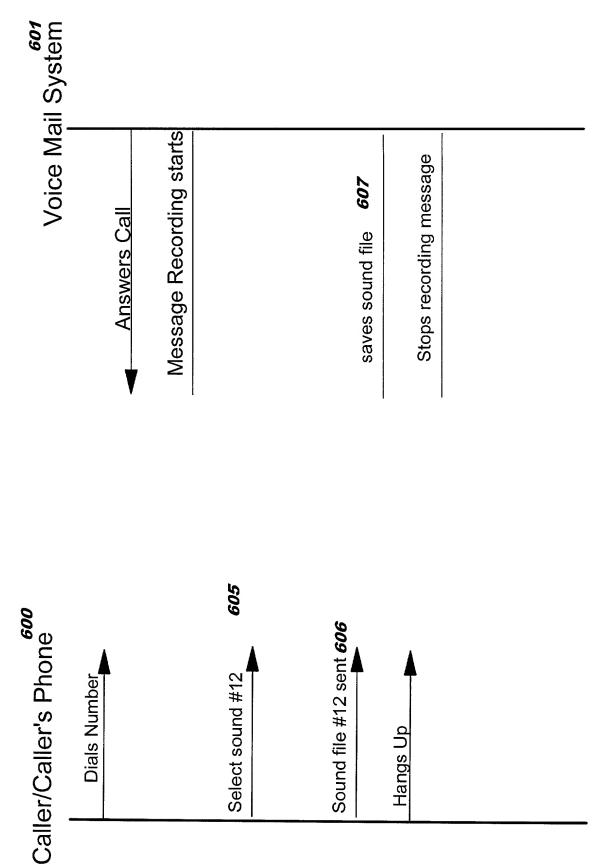


FIG. 6B

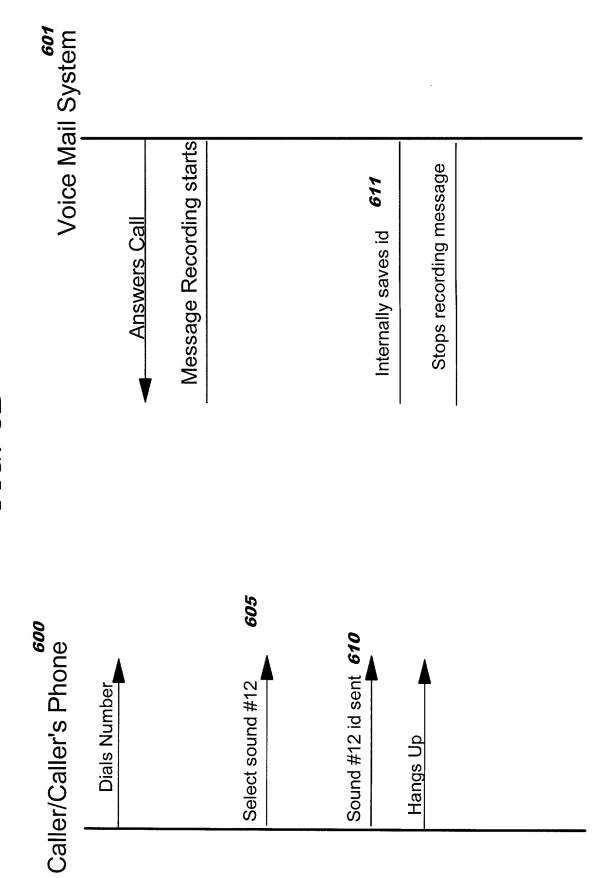
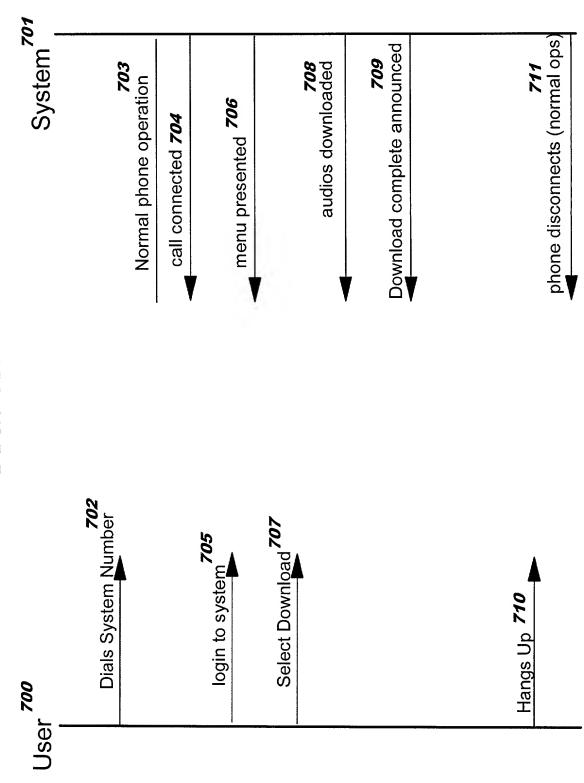
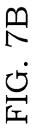
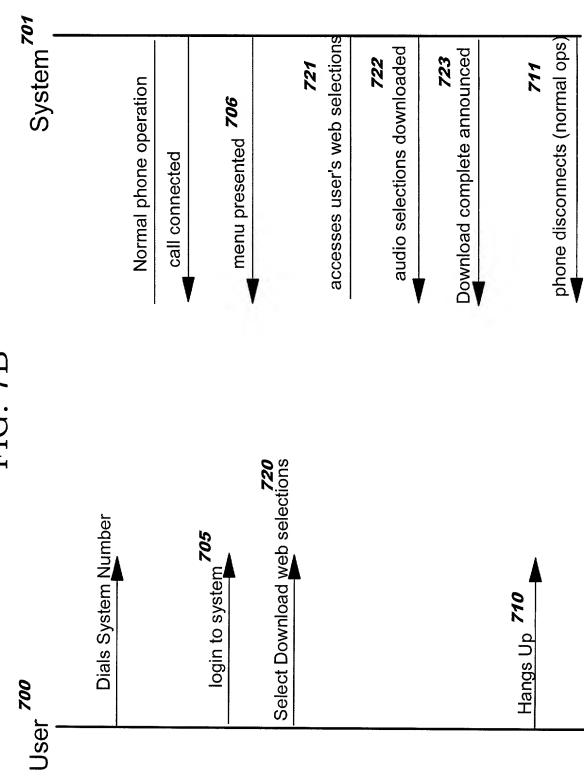
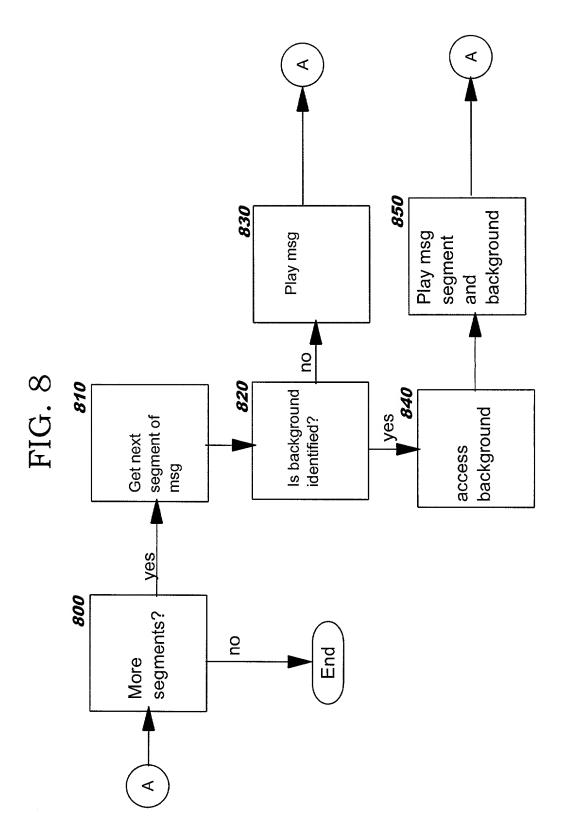


FIG. 7A









```
Message Segment Data Structure 900
```

```
Message segment number
Background selection number
User message
```

```
Example code: 910 #define MAX_NUM_VOICE_SEGMENTS 500
```

```
Int segment_number; /* this field is not necessarily required */
                                                                                                                                                                              FILE *msg; /* could be a .wav file */
                                                                                                                                      Int background_selection_number;
Struct msg_struct 920
```

930 Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS]

FIG. 9B

Message Segment Data Structure

```
Message segment number Selection type
```

Selection number

User message (only valid if selection type is not an audio file)

Example code:

#define MAX_NUM_VOICE_SEGMENTS 500

```
Int segment_number; /* this field is not necessarily required */
                                                                                                                                           int selection_type; /* this is 1 = background, 2 = audio file */
                                                                                                                                                                                                                                    FILE *msg; /* could be a .wav file - will be null for audio file */
                                                                                                                                                                                                Int selection_number;
Struct msg_struct 960
```

Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 970